

## Cyber Issues

The following list outlines significant issues children and young people face when online. It is important for teachers, parents and carers to remain aware of these issues and the potential harm that can result.

**Digital Footprint/Identity** the word used to describe the trail, traces or "**footprints**" that people leave online.

**Geo-location software** this type of software is used to identify someone's IP (Internet Protocol) address, which can reveal which country they are in – right down to city and post code, organisation and specific location. It used by law enforcement to prevent online fraud, by marketers to target advertisements, and by many mobile applications such as GPS locators.

**Hacking** someone who breaks into computer and network systems and performs destructive or illegal acts. 'Hackers' can also be used to quiz Internet security systems, decode and solve other technology problems.

**Identity theft** a crime in which an imposter obtains key pieces of personal information, such as driver's licence or passport details, in order to impersonate someone else.

**Phishing** when emails are sent from fake email addresses in order to deceive individuals to reveal personal information, such as passwords and credit card numbers.

**Sexting** the sending of sexually explicit photographs or messages, usually via smartphones.

**Inappropriate content online** any online content that is considered inappropriate, offensive or illegal for young people to have access to. This includes, but is not limited to, content that depicts violence, crime, racism, extremism, and sexualism. *It is important to note this type of content is often not deliberately searched for by young people.*

**Hidden/Decoy apps** applications that look harmless, however are designed to 'hide' content such as photos, videos, and/or text message.

**Social Networking Sites** (SNS) online platform that allows users to create a profile/account and interact with other users via the same platform.

**Spam** the sending of unsolicited commercial electronic messages via emails, instant messages, or SMS (a form of spam is 'junk email').

**Grooming/unwanted contact** actions deliberately undertaken by someone (most commonly an adult) with the aim of befriending and establishing an emotional connection with a child, in order to lower the child's inhibitions.

**Cyber bullying** occurs when technology is used deliberately and repeatedly to engage in hostile behaviour to harm someone. Groups and individuals can be both the perpetrators and targets of bullying.

**Online gaming** a video game that is either partially or primarily played through the Internet or another computer network.

**Screen time** the length of time spent using a device such as a computer, television, games console, or mobile device.

**Trolling** internet slang used to describe a person who deliberately antagonises people online, with the aim of starting arguments or upsetting them – most often done anonymously.

\* PLEASE NOTE – Cyber Issues are not limited to this list